Official as of 0.11 Patch Per Nikita

Ammunition Name	initial price	damage	penetration
12x70_buckshot	30	32	3
12x70 RIP	302	256	2
12x70_slug	68	165	21
20x70_buckshot	22	20	3
366_TKM_EKO	97	65	26
366_TKM_FMJ	42	71	20
366_TKM_Geksa	57	77	14
4.6x30 Action SX	98	65	13
4.6x30 AP SX	255	35	46
4.6x30 FMJ SX	124	43	30
4.6x30 Subsonic SX	162	41	34
5.45x39 7N39	562	37	62
545x39_BP	129	42	32
545x39_BS	380	40	50
545x39_BT	240	44	33
545x39_FMJ	36	54	18
545x39_HP	68	73	11
545x39_PP	108	46	27
545x39_PRS	46	60	14
545x39_PS	74	50	23
545x39_SP	60	68	11
545x39_T	40	57	20
545x39_US	79	65	15
556x45_55_FMJ	85	52	24
556x45_55_HP	58	72	9
556x45_M855	110	50	26
556x45_M855A1	142	57	31
556x45_M856	128	55	23
556x45_M856A1	182	56	34
556x45_M995	345	42	53
556x45_MK_255_Mod_0	135	60	17
Ammunition Name	**initial price**	**damage**	**penetration**
5.56x45 Warmage	156	83	3
762x25tt_FMJ43	50	60	8
762x25tt_LRN	48	64	6
762x25tt_LRNPC	68	66	5
762x25tt_P_Gl	52	58	10
762x25tt_Pst_gzh	70	50	19
762x25tt_T_Gzh	63	60	12
762x25tt_akbs	49	58	9

762x39_BP	299	50	45
762x39_HP	60	76	15
762x39_PS	83	57	33
762x39_T45M	58	58	26
762x39_US	134	68	19
762x51_M61	390	70	68
762x51_M62	275	79	54
762x51_M80	178	78	50
762x54R_7N1	238	86	45
762x54R_LPS_Gzh	172	84	55
762x54R_SNB	375	75	62
9x18pm_BZT_gzh	26	44	8
9x18pm_PBM	36	39	8
9x18pm_PMM	39	59	8
9x18pm_PPE_gzh	27	58	5
9x18pm_PPT_gzh	29	53	6
9x18pm_PRS_gs	30	56	5
9x18pm_PSO_gzh	10	54	5
9x18pm_PST_gzh	20	49	7
9x18pm_PSV	36	62	5
9x18pm_PS_gs_PPO	15	53	6
9x18pm_P_gzh	19	53	5
9x18pm_RG028_gzh	24	51	7
Ammunition Name	**initial price**	**damage**	**penetration**
9x18pm_SP7_gzh	49	70	6
9x18pm_SP8_gzh	68	67	3
9x19_PSO_gzh	34	63	13
9x19_PST_gzh	42	56	18
9x19_luger_cci	185	70	10
9x19 RIP	385	102	2
9x21_sp10	140	45	28
9x21_sp11	150	66	12
9x21_sp12	197	72	10
9x21_sp13	241	58	30
9x39 7N12 BP	302	60	44
9x39_sp5	160	68	30
9x39_sp6	215	58	38
9x39 7N9 SPP	289	67	38

projectile speed (m/s)	ricochet chance	fragmentation chance	armor damage ratio %
320	0	0	20
410	0.01	1	1
370	0.1	1	48
320	0	0	22
770	0.1	0.2	25
580	0.065	0.25	24
550	0.05	0.45	25
690	0.3	0.5	26
680	0.6	0.1	32
620	0.4	0.2	28
290	0.5	0.2	32
905	0.38	0.02	44
890	0.36	0.16	25
830	0.38	0.17	41
880	0.37	0.164	37
884	0.26	0.25	30
884	0.2	0.35	20
890	0.38	0.17	35
890	0.04	0.3	22
890	0.4	0.4	33
873	0.15	0.45	22
883	0.4	0.16	25
303	0.4	0.1	22
957	0.26	0.5	31
947	0.2	0.7	25
922	0.4	0.4	27
945	0.38	0.34	29
874	0.38	0.328	25
940	0.38	0.328	31
1013	0.36	0.32	41
936	0.1	0.03	20
projectile speed (m/s)	**ricochet chance**	**fragmentation chance**	**armor damage ratio %**
910	0.05	0.9	15
427	0.065	0.25	18
375	0.05	0.35	17
385	0.05	0.35	16
430	0.065	0.25	20
430	0.1	0.2	24
415	0.1	0.166	22
425	0.065	0.25	20

730	0.315	0.12	48
754	0.175	0.2625	31
700	0.35	0.25	35
720	0.35	0.12	34
300	0.358	0.075	28
849	0.3	0.13	63
816	0.38	0.14	56
833	0.38	0.17	49
875	0.285	0.083	64
865	0.39	0.18	59
875	0.285	0.08	66
325	0.095	0.17	15
519	0.09	0.16	15
420	0.095	0.17	15
297	0.05	0.35	13
301	0.1	0.166	14
302	0.01	0.3	13
315	0.065	0.35	13
298	0.1	0.2	15
280	0.05	0.02	18
330	0.065	0.25	14
302	0.065	0.25	14
330	0.05	0.02	15
projectile speed (m/s)	**ricochet chance**	**fragmentation chance**	**armor damage ratio %**
420	0.05	0.02	25
250	0.05	0.02	27
340	0.065	0.25	20
457	0.05	0.15	21
420	0.065	0.25	25
381	0.002	1	2
410	0.4	0.2	32
413	0.2	0.3	30
415	0.2	0.35	46
397	0.4	0.2	33
295	0.5	0.1	50
290	0.4	0.2	37
305	0.5	0.1	44
310	0.4	0.2	40

	usefulness meta value	meta value w frag chance	
damage per single fragment	392	392	
	356	713	
	276	553	
damage per single fragment	264	264	
	198	238	
	169	211	
	157	228	
	148	222	
	205	226	
	161	193	
	137	165	
	293	299	
	191	222	
	245	287	
	198	230	
	162	202	penetration damage - techn
	171	231	also to be mentioned - amm
	180	211	fragmentation - this means t
	159	206	armor damage ratio - how m
	173	243	
	161	234	
	174	202	
	121	133	
	187	280	
	167	284	
	187	262	
	221	296	
	181	240	
	229	305	
	284	375	
	173	179	

	usefulness meta value	meta value w frag chance
	162	308
	105	131
	101	137
	102	138
	108	135
	122	146
	115	134
	105	131

232	260
178	225
201	251
182	203
134	145
364	412
325	371
312	365
316	342
346	408
357	385
77	90
80	93
103	121
86	116
82	96
84	109
82	111
80	96
90	92
84	105
80	100
84	86

usefulness meta value	meta value w frag chance
113	115
89	91
116	145
130	149
124	155
142	285
138	166
123	160
126	171
160	192
187	206
161	194
171	188
183	219

ical parameter for internal computation. the bigger - the better chance to penetrate armor and trans
o has another technical parameters, which are not included in this chart. Mass, ballistic characterics
hat bullet can split after body penetration and inflict way more damage
uch of the damage from projectile will go into armor (%) if it's not penetrated (this amount of damag

sfer more damage to a body
s and so on. Will add it later - for now current parameters give a sufficient picture

e = durability points which be deducted)